

# 1. Neighbourhood Watch

No image

|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Long  | Points     | 135 p  |
| Targets | 10 paper, 4 popper, 3 plates, 6 no-shoot, Total 17 targets | Min rounds | 27     |
| Firearm | Handgun  | Match-%    | 16.17% |

|                         |  |
|-------------------------|--|
| Procedure               | On signal, engage Targets, Poppers and Plates as they become visible while remaining within the demarcated area. P1 activates moving target T1 and P4 activates moving target T9; both remain visible. Note: This is a 270■ stage. |
| Starting position       | Loaded & holstered Standing with both heels touching the marked area. Fingers interlaced on head   |
| Firearm ready condition |  |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules  |
| Safety angles           | 270  |
| Setup notes             |  |

## 2. Midnight Madness

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|         |   |            |        |
|---------|---|------------|--------|
| CoF     | Comstock - Medium   | Points     | 110 p  |
| Targets | 7 paper, 4 popper, 4 plates, 5 no-shoot, Total 15 targets | Min rounds | 22     |
| Firearm | Handgun   | Match-%    | 13.17% |

|                         |   |
|-------------------------|---|
| Procedure               | On signal, engage Targets, Poppers & Plates as they become visible while remaining within the demarcated area. P2 activates moving target T4 which remains visible. |
| Starting position       | Gun Loaded and placed on table. All magazines accessible during the COF is to be placed in Drawer   |
| Firearm ready condition |   |
| Start on                | Audible signal  |
| Stop on                 | Last shot   |
| Penalties               | As per current edition of rules   |
| Safety angles           | L/R   |
| Setup notes             |   |

### 3. Knock-Knock

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|         |  |            |       |
|---------|--|------------|-------|
| CoF     | Comstock - Short   | Points     | 60 p  |
| Targets | 4 paper, 2 popper, 2 plates, 4 no-shoot, Total 8 targets | Min rounds | 12    |
| Firearm | Handgun  | Match-%    | 7.19% |

|                         |   |
|-------------------------|---|
| Procedure               | On signal, engage Targets, Poppers and Plates as they become visible while remaining within the demarcated area |
| Starting position       | Gun loaded & holstered standing anywhere within the demarcated area as demonstrated                             |
| Firearm ready condition |   |
| Start on                | Audible signal  |
| Stop on                 | Last shot   |
| Penalties               | As per current edition of rules   |
| Safety angles           | L/R   |
| Setup notes             |   |

## 4. A Different View

No image

|         |                                      |            |       |
|---------|--------------------------------------|------------|-------|
| CoF     | Comstock - Short                     | Points     | 60 p  |
| Targets | 6 paper, 3 no-shoot, Total 6 targets | Min rounds | 12    |
| Firearm | Handgun                              | Match-%    | 7.19% |

|                         |   |
|-------------------------|---|
| Procedure               | On signal, engage Targets as they become visible while remaining within the demarcated area |
| Starting position       | Gun loaded & holstered standing with both heels touching the marked area. Hands surrender   |
| Firearm ready condition |   |
| Start on                | Audible signal  |
| Stop on                 | Last shot   |
| Penalties               | As per current edition of rules   |
| Safety angles           | L/R   |
| Setup notes             |   |

## 5. Jinxed

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|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Long  | Points     | 140 p  |
| Targets | 12 paper, 2 popper, 2 plates, 5 no-shoot, Total 16 targets | Min rounds | 28     |
| Firearm | Handgun  | Match-%    | 16.77% |

|                         |   |
|-------------------------|---|
| Procedure               | On signal, engage Targets, Poppers & Plates while remaining within the demarcated area. P1 activates T3 and P2 activates T11. Both remain visible |
| Starting position       | Gun loaded & holstered standing anywhere within the demarcated area as demonstrated   |
| Firearm ready condition |   |
| Start on                | Audible signal  |
| Stop on                 | Last shot   |
| Penalties               | As per current edition of rules   |
| Safety angles           | L/R   |
| Setup notes             |   |

## 6. Steady Now!

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|         |                                      |            |       |
|---------|--------------------------------------|------------|-------|
| CoF     | Comstock - Short                     | Points     | 40 p  |
| Targets | 4 paper, 4 no-shoot, Total 4 targets | Min rounds | 8     |
| Firearm | Handgun                              | Match-%    | 4.79% |

|                         |  |
|-------------------------|--|
| Procedure               | Shooter starts standing on the platform as demonstrated. Arms are crossed, touching shoulders. On signal, engage Targets while remaining within the demarcated area. |
| Starting position       | Gun loaded & holstered   |
| Firearm ready condition |  |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules  |
| Safety angles           | L/R  |
| Setup notes             |  |

## 7. Run Away

No image

|         |   |            |        |
|---------|---|------------|--------|
| CoF     | Comstock - Medium   | Points     | 110 p  |
| Targets | 6 paper, 3 popper, 7 plates, 6 no-shoot, Total 16 targets | Min rounds | 22     |
| Firearm | Handgun   | Match-%    | 13.17% |

|                         |   |
|-------------------------|---|
| Procedure               | On signal, engage Targets, Poppers & Plates as they become visible while remaining within the demarcated area. P1 activates T1, P2 activates T3 and P3 activates T5. All moving targets remain visible. |
| Starting position       | Gun loaded & holstered standing with both toes touching the marked area as demonstrated   |
| Firearm ready condition |   |
| Start on                | Audible signal  |
| Stop on                 | Last shot   |
| Penalties               | As per current edition of rules   |
| Safety angles           | L/R   |
| Setup notes             |   |

## 8. Make Haste

No image

|         |                                    |            |       |
|---------|------------------------------------|------------|-------|
| CoF     | Comstock - Short                   | Points     | 60 p  |
| Targets | 5 paper, 2 popper, Total 7 targets | Min rounds | 12    |
| Firearm | Handgun                            | Match-%    | 7.19% |

|                         |  |
|-------------------------|--|
| Procedure               | On signal, engage Targets & Poppers as they become visible while remaining within the demarcated area. |
| Starting position       | Gun loaded & holstered standing anywhere within the demarcated area as demonstrated                    |
| Firearm ready condition |  |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules  |
| Safety angles           | L/R  |
| Setup notes             |  |



## 9. A Walk in the Park

No image

|         |   |            |        |
|---------|---|------------|--------|
| CoF     | Comstock - Medium   | Points     | 120 p  |
| Targets | 7 paper, 5 popper, 5 plates, 1 no-shoot, Total 17 targets | Min rounds | 24     |
| Firearm | Handgun   | Match-%    | 14.37% |

|                         |   |
|-------------------------|---|
| Procedure               | On signal, engage Targets, Poppers & Plates as they become visible while remaining within the demarcated area |
| Starting position       | Gun loaded & holstered standing anywhere within the demarcated area as demonstrated                           |
| Firearm ready condition |   |
| Start on                | Audible signal  |
| Stop on                 | Last shot   |
| Penalties               | As per current edition of rules   |
| Safety angles           | L/R   |
| Setup notes             |   |